

SPACE RAIDERS

\$29.95

by
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REQUIRES 48K APPLE II OR PLUS

ULTRA-FAST
ACTION

INCREDIBLE
HI-RESOLUTION
GRAPHICS

PLAYS FROM
KEYBOARD OR
JOYSTICK

18 EMISSIONS

USA UNITED
SOFTWARE
OF
AMERICA
750 3RD Avenue,
New York NY 10017

STARBASE CONTACT ESTABLISHED
 <<< ENERGY TRANSFER UNDERWAY >>>



0
 0-0
 0-1

■	RA1	2A1	2A	RA1	■
1A	1A1	1A	RA	2A	1A
1A	RA	2A	2A1	RA	■
2A1	RA	■	RA1	2A1	1A1
2A	1A	■	1A1	2A	■
1A	■	RA1	1A1	■	■

GALAXY
 SCAN
 (/)
 FOR HELP

MISSION COMMANDER: J. APPELSEED
 ALIENS (A): GALAXY = 64 SECTOR = 2
 STARBASES (S): GALAXY = 17 SECTOR = 0
 ENERGY = 10000 STARDATE = 0 (MAX. 50)

Requires: 48k Apple II or Apple II Plus
 DOS 3.2 or DOS 3.3

To Run: Boot the disk as per your DOS manual.

SPACE RAIDERS

When your mission begins, you'll be given a galactic map of the empire showing the number of Aliens (as indicated by an 'A') and Starbases (as indicated by an '*'). Two vertical lines indicate your present position. You can move from one sector to another via the 'I', 'M', 'J', 'K' keys (up, down, left, right respectively.) Hit the 'S' key to move through Hyperspace to the selected sector.

To the right of the screen is your Radar display showing the Alien's position relative to yours. Use the 'I', 'J', 'K', 'M' keys (or joystick) to change direction and the 1 thru 8 keys to control your speed. Hitting the space bar halts the direction you're travelling and moves you forward. The enemy Alien, first appearing as a white dot on the screen will grow to full size as you draw closer. Center him in your cross hairs and fire your missiles at him via the 'F' key. The Aliens will return fire at you (indicated by green dots) and can out-manuever your ship. It is possible (but not probable) to dodge enemy fire. The 'S' key activates and deactivates your protective shields.

After destroying all enemy Aliens within the sector, the Radar display will indicate the position of the Starbase, if one exists in the sector. NOTE: You must destroy all enemy Aliens within the sector before you can dock with a Starbase!! When you need more energy or if your weapons or engines are destroyed, docking at a Starbase will replenish your systems.

To pause, hit the key '/' for the command menu. While you are in the command screen, you will be in suspended animation, and no energy will be used. You may return to the Galactic map at any time by hitting the 'G' key. To return to the sector, hit the 'S' key. To restart the game, hit the '/' and 'Q' keys.

After you have destroyed all of the Alien ships (optimist!) or have been destroyed, your score will be displayed along with your rank. Score depends on the number of Aliens destroyed, the number of Aliens left, and the number of Starbases used. Attempting hyperspace without enough fuel will result in the loss of half of your remaining fuel supply.

HINTS:

You can only go to a Starbase when there are no enemy Aliens in the sector. It's a good idea to destroy all the Aliens in a sector, but leave the starbase for future emergencies. Save sectors containing Starbases only for times when you're low on fuel or need repairs.

Your weapons will be destroyed before your engines. When your weapons go -- hightail it out of there!!

Your missiles are slightly faster than the enemy Alien's missiles. Use this to your advantage.

When there are less than 50 Alien ships, then they can pass you. Approach them very carefully.

Shields use up a lot of energy. Use them only when needed.

In order to dock with a Starbase, you must be travelling less than "4" speed, and dock in the exact middle of the Starbase. If you do not land in the middle, or at too high a speed, you will destroy yourself.

If your engines are destroyed then you must dock from the side of the Starbase (at the repair shop) and move in towards the middle.

Speed uses energy. Travel through space only fast enough to overtake the Aliens.